

**DEPARTMENT OF COMPUTER SCIENCE & APPLICATIONS
KURUKSHETRA UNIVERSITY, KURUKSHETRA**

Session: 2023-24			
Part A - Introduction			
Subject	BCA		
Semester	I		
Name of the Course	Problem Solving through C		
Course Code	B23-CAP-101 (Common with B23-CAI-101, B23-CDS-101, B23-CTS-101)		
Course Type: (CC/MCC/MDC/CC- M/DSEC/VOC/DSE/PC/AEC/ VAC)	CC		
Level of the course (As per Annexure-I)	100-199		
Pre-requisite for the course (if any)			
Course Learning Outcomes(CLO):	<p>After completing this course, the learner will be able to:</p> <ol style="list-style-type: none"> 1. learn the basics of C program, data types and input/output statements. 2. understand different types of operators, their hierarchies and also control statements of C. 3. implement programs using arrays and strings. 4. get familiar with advanced concepts like structures, union etc. in C language. <hr style="width: 50%; margin-left: 0;"/> <p>5*. to implement the programs based on various concepts of C.</p>		
Credits	Theory	Practical	Total
	3	1	4
Contact Hours	3	2	5
Max. Marks:100(70(T)+30(P)) Internal Assessment Marks:30(20(T)+10(P)) End Term Exam Marks: 70(50(T)+20(P))		Time: 3 Hrs.(T), 3Hrs.(P)	
Part B- Contents of the Course			
<u>Instructions for Paper- Setter</u>			
<p>Examiner will set a total of nine questions. Out of which first question will be compulsory. Remaining eight questions will be set from four unit selecting two questions from each unit. Examination will be of three-hour duration. All questions will carry equal marks. First question will comprise of short answer type questions covering entire syllabus. Candidate will have to attempt five questions in all, selecting one question from each unit. First</p>			

question will be compulsory.

Practicum will be evaluated by an external and an internal examiner. Examination will be of three-hour duration.

Unit	Topics	Contact Hours
I	<p>Overview of C: History, Importance, Structure of C Program, Character Set, Constants and Variables, Identifiers and Keywords, Data Types, Assignment Statement, Symbolic Constant.</p> <p>Input/output: Formatted I/O Function-, Input Functions viz. scanf(), getch(), getche(), getchar(), gets(), output functions viz. printf(), putchar(), puts().</p>	10
II	<p>Operators & Expression: Arithmetic, Relational, Logical, Bitwise, Unary, Assignment, Conditional Operators and Special Operators Operator Hierarchy; Arithmetic Expressions, Evaluation of Arithmetic Expression,</p> <p>Type Casting and Conversion. Decision making with if statement, if-else statement, nested if statement, else-if ladder, switch and break statement, goto statement, Looping Statements: for, while, and do-while loop, jumps in loops.</p>	10
III	<p>Arrays: One Dimensional arrays - Declaration, Initialization and Memory representation; Two Dimensional arrays -Declaration, Initialization and Memory representation.</p> <p>Functions: definition, prototype, function call, passing arguments to a function: call by value; call by reference, recursive functions.</p> <p>Strings: Declaration and Initialization, String I/O, Array of Strings, String Manipulation Functions: String Length, Copy, Compare, Concatenate etc., Search for a Substring.</p>	10
IV	<p>Pointers in C: Declaring and initializing pointers, accessing address and value of variables using pointers; Pointers and Arrays.</p> <p>User defined data types: Structures - Definition, Advantages of Structure, declaring structure variables, accessing structure members, Structure members initialization, Array of Structures; Unions - Union definition; difference between Structure and Union.</p>	10
V*	<p>Practicum:</p> <p>Students are advised to do laboratory/practical practice not limited to, but including the following types of problems:</p> <ul style="list-style-type: none"> • To read radius of a circle and to find area and circumference • To read three numbers and find the biggest of three • To check whether the number is prime or not • To read a number, find the sum of the digits, reverse the number and check it for palindrome • To read numbers from keyboard continuously till the user presses 999 and to find the sum of only positive numbers • To read percentage of marks and to display appropriate message (Demonstration of else-if ladder) • To find the roots of quadratic equation • To read marks scored by n students and find the average of 	25

	<p>marks (Demonstration of single dimensional array)</p> <ul style="list-style-type: none"> • To remove Duplicate Element in a single dimensional Array • To perform addition and subtraction of Matrices • To find factorial of a number • To generate Fibonacci series • To remove Duplicate Element in a single dimensional Array • To find the length of a string without using built in function • To demonstrate string functions • To read, display and add two m x n matrices using functions • To read a string and to find the number of alphabets, digits, vowels, consonants, spaces and special characters • To Swap Two Numbers using Pointers • To demonstrate student structure to read & display records of n students • To demonstrate the difference between structure & union. 	
Suggested Evaluation Methods		
<p>Internal Assessment:</p> <p>➤ Theory</p> <ul style="list-style-type: none"> • Class Participation: 5 • Seminar/presentation/assignment/quiz/class test etc.: 5 • Mid-Term Exam: 10 <p>➤ Practicum</p> <ul style="list-style-type: none"> • Class Participation: 5 • Seminar/Demonstration/Viva-voce/Lab records etc.: 5 • Mid-Term Exam: NA 	<p>End Term Examination:</p> <p>A three hour exam for both theory and practicum.</p>	
Part C-Learning Resources		
<p>Recommended Books/e-resources/LMS:</p> <ul style="list-style-type: none"> • Gottfried, Byron S., Programming with C, Tata McGraw Hill. • Balagurusamy, E., Programming in ANSI C, Tata McGraw-Hill. • Jeri R. Hanly & Elliot P. Koffman, Problem Solving and Program Design in C, Addison Wesley. • Yashwant Kanetker, Let us C, BPB. • Rajaraman, V., Computer Programming in C, PHI. • Yashwant Kanetker, Working with C, BPB. 		

*Applicable for courses having practical component.